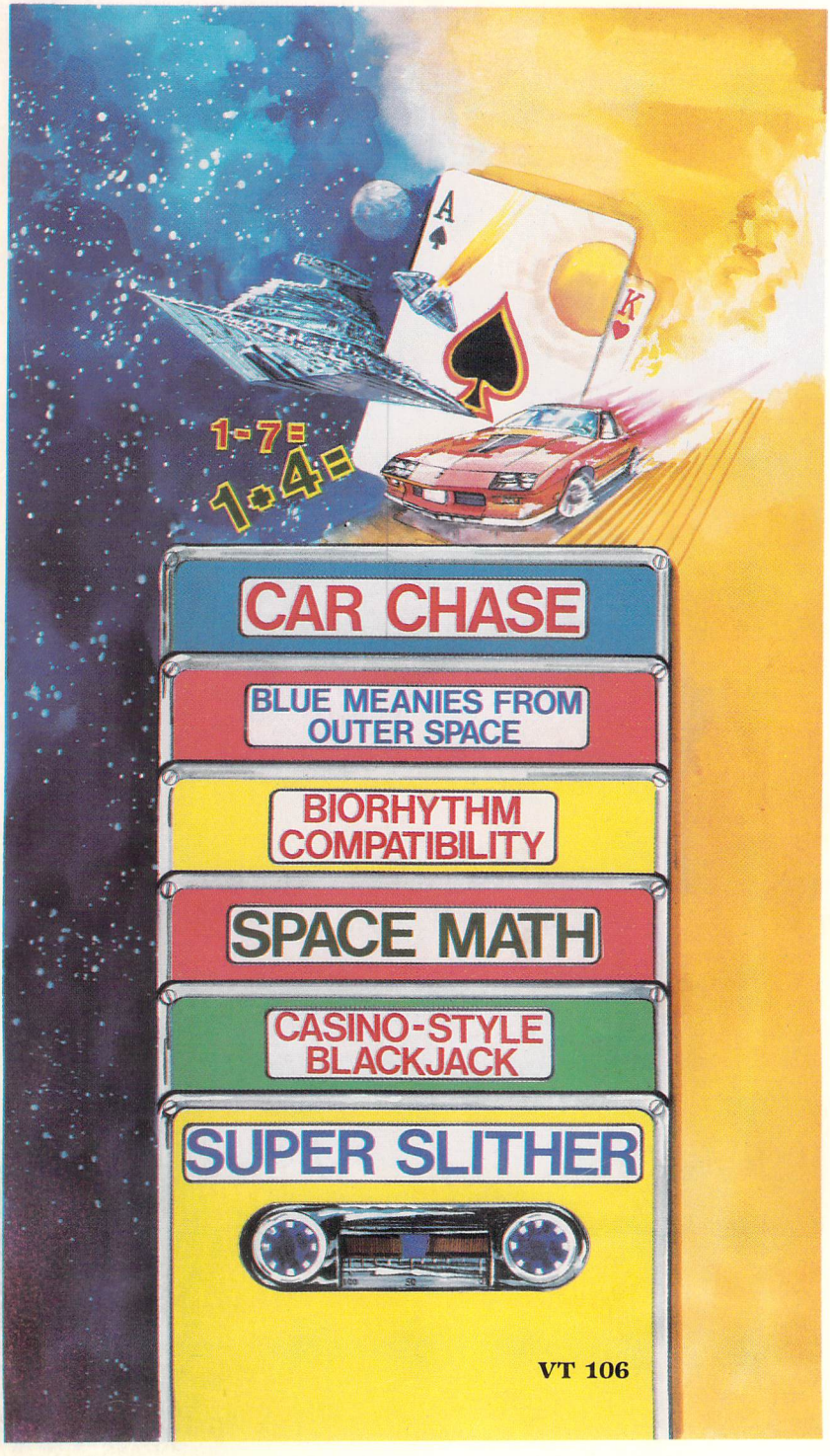
A
K
1-7=
1•4=
CAR CHASE
BLUE MEANIES FROM OUTER SPACE
BIORHYTHM COMPATIBILITY
SPACE MATH
CASINO-STYLE BLACKJACK
SUPER SLITHER
VT 106

Loading and starting the Program...

1. Set up your VIC20 computer, TV set, and Commodore cassette recorder.
2. Place the tape in the recorder, label side up. Most tapes are recorded on both sides, several times on each side.
3. Press the REWIND key on the recorder.
4. When the tape stops moving, press the recorder's STOP key.
5. Type the word LOAD on the VIC's keyboard and hit RETURN.
6. The message PRESS PLAY ON TAPE appears on the screen. Press the PLAY key.
7. The word OK and SEARCHING should appear and the tape runs.
8. After a few seconds, the VIC will display FOUND (name) and the word LOADING.
9. After a minute or so, the VIC says READY.
10. To "run" the program, simply type the word RUN on the keyboard and hit RETURN. The program will start.

If you have trouble loading...

1. Type the word LOAD and hit RETURN again. (There is a second copy of the program on the same side of the tape.)
2. Turn the VIC off, then on. Rewind the tape and try again.
3. Check the troubleshooting chart in the VIC manual.
4. See your Commodore VIC dealer, or call the Commodore Hotline (215-687-4311).

Car Chase

(Also can be used with Joystick)

OBJECT:

You can see the last flag ahead of you. The race is almost yours. Then, from out of nowhere, another car appears, heading straight for you! CRUNCH!

OBJECT:

You are the driver of the blue car. The object of this game is to score as many points as possible by hitting the dots and diamonds on the track, while avoiding the computer controlled white car which is trying to hit you!

HOW TO PLAY:

The game is played on a square four lane track covered by dots. You score points by passing over the dots. Change lanes to avoid the computer's car by using the car control keys listed below. The round is over when all the dots are gone. The game is over when you have crashed three times.

CAR CONTROLS

Hit the A key to accelerate
Hit the D key to decelerate

Use the J and K keys to change lanes
J moves you in, towards the center of the track
K moes you out, away from the center of the track

To change more than one lane, hit the key more than once.

SCORING:

5 points for each dot hit on the first and second rounds.
10 points for each dot from the third round on.
100 points bonus for each round completed.

25 points for each diamond hit.

(From the second round on, after most of the dots are gone, the white car will begin changing some of the dots to diamonds. Each diamond is worth 25 points, but should be collected immediately since the white car will remove the diamond next time it passes over the diamond).

Note: CAR CHASE is written for the **unexpanded** VIC. It should not be used with any memory expansion in place.

Blue Meanies from Outer Space

OBJECT:

The Meanies are coming! The Meanies are coming! Blue meanies are falling toward your starbase like rain. They're trying to hit your power cells. Try to score as many points as you can by killing the meanies and saving your ship and your energy.

SCORING:

Your score appears at the bottom of the screen.

+10 for killing a meanie
-80 for killing your own supply ship

ENERGY:

This number appears at the bottom of the screen. If your energy is less than zero, your weapons will not work.

+500 for supply ship landing
-50 for shooting lasers
-50 for normal meanies hitting ship
-75 for meaner meanies hitting ship
-100 for using repair robot

LASER CONTROLS:

Three lasers are located on each sidewall of your starbase. Use the following keys to fire your lasers:

Q — fire upper left laser
A — fire middle left laser
Z — fire lower left laser
E — fire upper right laser
D — fire middle right laser
C — fire lower right laser

ROBOT CONTROLS:

The repair robot fixes holes in your starbase. Use the following control keys to position him over the space you wish to fill with a block, and press the : key to replace the block.

P — Up
L — Left : — Build ; — Right
/ — Down

You start off with 1000 units of energy. After killing 20 meanies, you only get "meaner meanies", which take 75 points from your score when they hit your starbase. Good luck and have fun!

Biorhythm/Compatibility

THEORY OF BIORHYTHMS

You've probably had really good days when everything seemed to go right, and other days when you realize you should have stayed in bed. The science of biorhythms, developed by two doctors (H. Swoboda and W. Fliess) says they are caused by the ups and downs of our lifetime cycles.

The three cycles which affect our behavior are the physical, emotional, and intellectual, which begin at the moment of birth and end at the moment of death. The cycles run for 23 days, 28 days, and 33 days, respectively. During the first half of each cycle, you are strong in that area, while the second half is a time of weakness and recharging. The point where a cycle crosses the zero line is known as a **Critical Point.** Theory says that a day when two or more cycles cross the zero line is an unstable time when you should be extra careful.

The compatibility function compares the cycles of two people to show how much of a given period their cycles are matched during a plot.

Note: Biorhythms do not actually predict the future. They only show possibly critical times in your cycles. The compatibility indices given by the program are just an indication of how closely the biorhythm cycles of two people match at the moment — This can change completely in a very short time.

HOW TO USE THIS PROGRAM

Load and run the Biorhythm program on your VIC. After displaying the title and copyright notice, your VIC will ask you if you want instructions. Hit Y for yes; otherwise hit N.

The VIC now asks for the starting date for the biorhythm chart, and for your birthdate. Type all dates like this:

MONTH/DAY/YEAR, separated by slashes.

For example, January 12, 1961 would be typed as:
1/12/61 or **1/12/1961**

(If you make a mistake typing a date, use the DEL (delete) key. Press RETURN after each date).

After your dates are entered, the VIC will ask if you want to compare your biorhythms with another person's. Answer Y if you do; otherwise type N.

If you type Y, the VIC asks for the birthday of the other person. Type it in the same form as you did the other dates, followed by RETURN.

The VIC, after telling you how many days you have lived, will display your Biorhythm chart for the 20 day period following your starting date, using P, E, and I to stand for the physical, emotional, and intellectual cycles. The dashed horizontal line across the middle of the chart is the critical line. The dates are shown across the bottom of the screen.

SPECIAL KEYS:

After the plot, the following commands are available for special functions:

1. If you answered Yes to a comparison, type R to see the results for the 20 days just plotted
2. Press the C key for the list of critical days during that 20 days
3. Press the f1 function key for a new plot
4. Press the f4 function key to see the next 20 day period.
5. Press the Q key to quit the program

A list of valid command keys is also displayed at the bottom of the screen.

Space Math

OBJECT:

Help save the USS VICTORY by solving the problems inside the enemy missiles.

SCORING:

+5 points for a right answer
-5 points for each missile that hits your ship
-2 points for each wrong answer

TO PLAY:

There are two missile speeds, normal and fast.

You can pick any or all of the kinds of problems: Addition, Subtraction, Multiplication, and Division. Just hit Y for yes and N for no when asked to select problem types.

A game lasts for 10 rounds. A new missile is fired toward your ship on each round.

The answer you type on the keyboard will show in yellow above the ship. If you make a mistake typing, just hit the DEL key once and the whole answer will be erased.

If your answer is right, you will see the words MISSILE DESTROYED and the missile will vanish. If the answer is wrong, you will get the message LASER CANNON MISSED and the missile will keep moving toward your ship.

At the end of the game, you will be asked if you want to play again. If you do, hit the Y key and the program starts over.

Note: In "computer talk", the * means times and / means divided by.

VIC 21:
Casino-Style Blackjack

OBJECT:

To win money from the dealer by getting your card point total closer to 21 than the dealer, without going over.

SCORING:

BLACKJACK	Win 1.5 times bet
SPLIT	Same bet for each hand
HIGHER TOTAL	Win bet
SAME TOTAL	No win or loss
DOUBLE	Win or lose double bet
GIVE UP	Lose half of bet
LOWER TOTAL	Lose bet

HOW TO PLAY:

VIC 21 allows 1 or 2 people to play against the computer. When the program first starts, choose the number of players.

Next, the computer asks for the names of the players (only the first 7 letters will be used).

Each player starts the game with $1000. The total will go up or down as you bet and win or lose. It is even possible, if you are unlucky, to have a negative number as your score.

The game is played in a series of rounds. Here is the sequence of play for the round:

1. Shuffle deck (if needed).
2. Let each player bet.
3. Deal the first 2 cards to players and dealer.
4. Each player gets to choose an action (see below).
5. If any player has 21 or less, the dealer plays. The dealer will HIT on 16 or less points, and STICK on 17 or more. The dealer never splits or doubles.

ACTIONS:

HIT: Take another card. If your point total goes over 21, you are BUSTED, and lose.

STAY: Don't take any more cards. If the dealer's total is closer to 21 than yours, you lose. If the dealer has less points than you, or is BUSTED, you win.

DOUBLE: You get only 1 more card, and your bet is doubled. This is a good strategy if you have 10 or 11 points, especially if the dealer has a low card showing.

SPLIT: If your first 2 cards have the same rank, you can split them into 2 hands, drawing another card for each. Play continues as if you were two players, and each hand has the same bet as the original hand. You may split only once per round. Splitting aces is recommended.

GIVE UP: You immediately lose half the bet, and are finished for the round. If your point total is between 12 and 16, and the dealer has a high card showing, it's best to just give up.

OTHER: This lets you see what other options are available to you.

RETURN: When you are looking at the "other" choices, but don't want to use one of them, hit RETURN to see the "normal" choices.

POINT VALUES OF CARDS:

A: 1 or 11 2: 2 3: 3 4: 4 5: 5 6: 6 7: 7 8: 8 9: 9
T: 10 J: 10 Q: 10 K: 10

Slither & Super Slither

(Also can be used with Joystick)

OBJECT:

Capture as many points as you can within 1 minute, by steering your "worm" into the boxes without crashing.

SCORING:

Each box that appears on the screen has a point value shown in its center.

TO PLAY:

Steer the "worm" with the following keys:

I = UP

J = LEFT K = RIGHT

M = DOWN

In the game SLITHER, the boxes will only appear one at a time, and a new box will appear each time the old one disappears. Also, each time you hit a box, your tail becomes 1 space longer.

In SUPER SLITHER, there may be up to 3 boxes on the screen at any 1 time. Your tail will now grow one space for every point in the box you hit.

commodore COMPUTER

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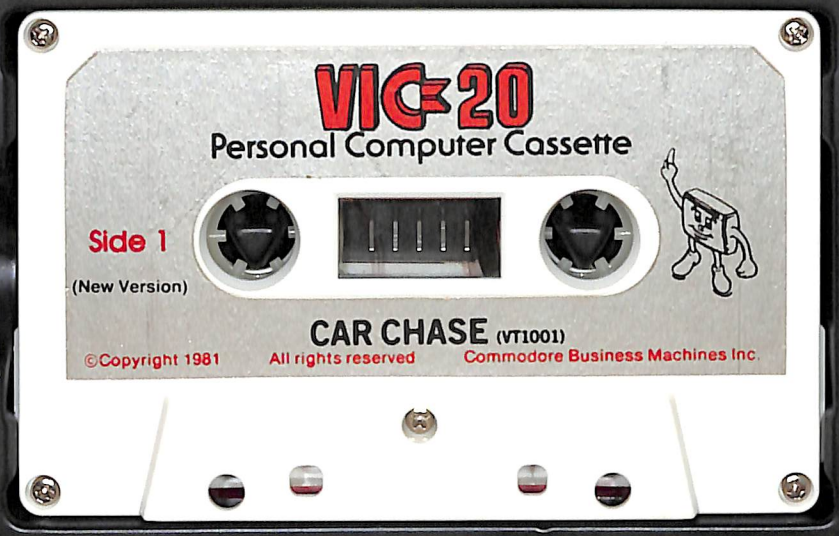
VIC 20
Personal Computer Cassette
Side 1
(New Version)
CAR CHASE (VT1001)
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VIC 20
Personal Computer Cassette
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VIC 21 CASINO-STYLE BLACKJACK (VT1002)
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(New Version)
SPACE MATH (VT1004) MATH IMPROVEMENT GRADES 1-4
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Side 1
(New Version)
SLITHER (VT1006)
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